

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for generating real time embedded software code for a wagering game having a randomly selected outcome, comprising:

presenting a wagering game having a randomly selected outcome, wherein the wagering game is presented by executing software code, at least one portion of the software code generated by a software development tool, the generation including,

preparing an analysis model for the wagering game, the analysis model describing functionality to be included in the software code;

preparing a design model for the wagering game, the design model including a plurality of objects for realizing the functionality in the analysis model, wherein the design model defines static relationships between the objects and dynamic behavior of the objects, ~~wherein the functionality realized is determined by the design model based on the analysis model; and~~

generating, from the design model, the at least one portion of the software code for the wagering game from the design model, the software code including at least a portion that is automatically generated in real time using a software development tool, wherein the automatically generated portion of the software code includes the static relationships between the objects and the dynamic behavior of the objects; and receiving a wager associated with the wagering game.

2. (Original) The method of claim 1, wherein the analysis model, the design model, and the software code are prepared using the software development tool.

3. (Cancelled)

4. (Previously Presented) The method of claim 1, wherein the design model includes object model diagrams and state charts, the object model diagrams defining the static relationships between the objects, the state charts defining the dynamic behavior of the objects.

5. (Currently Amended) The method of claim 1, wherein the functionality described by the analysis model is organized into use cases, the use cases being selected from the group consisting of [[:]] handling money, playing the wagering game, handling critical events, and servicing [[the]] a wagering game machine.
6. (Original) The method of claim 5, wherein the analysis model includes use case diagrams and sequence diagrams, the use case diagrams defining relationships between the use cases and external actors outside the game of chance, the sequence diagrams defining a sequence of interactions between the use cases and the external actors.
7. (Original) The method of claim 1, wherein the analysis model and the design model conform to the Unified Modeling Language (UML) standard.
8. (Original) The method of claim 1, wherein the game of chance is a slot reel game including a plurality of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.
9. (Original) The method of claim 1, wherein the software code includes another portion that is manually prepared.
10. (Original) The method of claim 9, wherein the objects are associated with operations, the manually prepared portion of the software code defining the operations.
11. (Currently Amended) The method of claim 1, the generation further including the steps of modifying the design model and automatically modifying the software code in response to modifying the design model.

12. (Currently Amended) The method of claim 1, the generation further including ~~the steps~~ of modifying the software code and automatically modifying the design model in response to modifying the software code.

13 - 34. (Canceled)

35. (Currently Amended) A method ~~for generating real time embedded software code for a wagering game having a randomly selected outcome~~, comprising:

presenting a wagering game having a randomly selected outcome, wherein the wagering game is presented by executing software code, at least one portion of the software code generated by a software development tool, the generation including,

preparing an analysis model for the wagering game, the analysis model describing functionality to be included in the software code, wherein the functionality described by the analysis model is organized into use cases, the use cases including one or more of being selected from the group consisting of: handling money, playing the wagering game, handling critical events, [[and]] or servicing [[the]] a wagering game machine;

preparing a design model for the wagering game, the design model including a plurality of objects for realizing the functionality in the analysis model;

generating, based on the design model, the at least one portion of the software code for the wagering game from the design model, the software code including at least a portion that is automatically generated in real time using a software development tool; and

modifying the design model; and

automatically modifying the software code in response to the modifying of the design model; and

receiving a wager associated with the wagering game.

36. (Currently Amended) A method for generating real-time embedded software code for a wagering game having a randomly selected outcome, comprising:

presenting a wagering game having a randomly selected outcome, wherein the wagering game is presented by executing software code, at least one portion of the software code generated by a software development tool, the generation including,

preparing an analysis model for the wagering game, the analysis model describing functionality to be included in the software code, wherein the analysis model includes use case diagrams, the use case diagrams defining relationships between the use cases and external actors outside the wagering game, [[and]] the external actors including one or more of ~~are selected from the group consisting of:~~ a player, a money handling function, a host, [[and]] or a random number generator;

preparing a design model for the wagering game, the design model including a plurality of objects for realizing the functionality in the analysis model;

generating, based on the design model, the at least one portion of the software code for the wagering game from the design model, the software code including at least a portion that is automatically generated in real-time using a software development tool;
and

modifying the software code; and

automatically modifying the design model in response to the modifying of the software code; and

receiving a wager associated with the wagering game.

37. (Currently Amended) The method of claim 6, wherein the external actors are selected from the group consisting of [[.]] a player, a money handling function, a host, and a random number generator.

38 - 39. (Canceled)

40. (New) A machine readable medium including instructions which, when executed by a machine, cause the machine to perform operations according to the method comprising:

presenting a wagering game having a randomly selected outcome, wherein the wagering game is presented by executing software code, at least one portion of the software code generated by a software development tool, the generation including,

preparing an analysis model for the wagering game, the analysis model describing functionality to be included in the software code;

preparing a design model for the wagering game, the design model including a plurality of objects for realizing the functionality in the analysis model, wherein the design model defines static relationships between the objects and dynamic behavior of the objects; and

generating, from the design model, the at least one portion of the software code; and

receiving a wager associated with the wagering game.

41. (New) A wagering game machine comprising:

a memory to store software code, the software code including objects generated by a software development tool, the software development tool to use an analysis model to define functionality of the wagering game machine, the software development tool to use a design model to describe functionality of the objects and to translate the design model into at least a portion of the software code; and

a processor to execute the software code, the execution of the software code to cause the wagering game machine to receive a wager associated with a wagering game.

42. (New) The wagering game machine of claim 41, wherein the objects represent one or more of a host, a money handling function, and a random number generator, or non-volatile storage.

43. (New) The wagering game machine of claim 41, wherein functionality of the objects includes one or more of giving an award, presenting a game, recovering a game after a power down, taking a wager, accumulating wins, evaluating pay lines, evaluating reel stops, or handling random numbers.

44. (New) The wagering game machine of claim 41, wherein the analysis model and the design model conform to the Unified Modeling Language (UML) standard.